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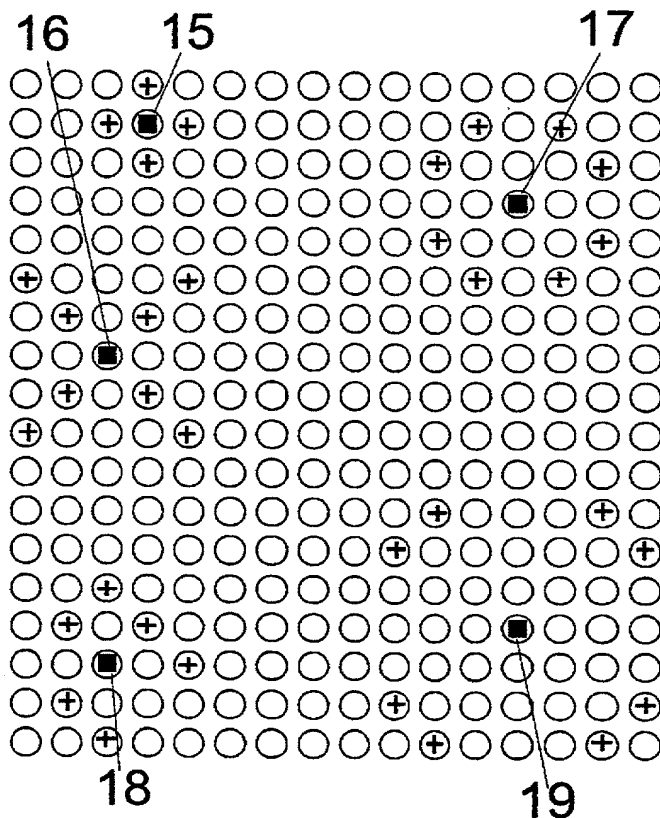
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(54) Title: GAMES GRID BOARD



(57) Abstract: A board is made of many grid points (1 and 2) arranged in a grid on a flat surface (6), and connected to a game manager (3) (a CPU+memory+software). Each grid point notifies the games manager when it is pressed, and the games manager can illuminate each grid point by one of two colours. The boards play a game in which the game starts with an equal number of points illuminated in each of the two colours. Each player in their turn presses a point, and in response the games manager switches of some points (possibly none) and potentially changes the colour of some other points. When all the points that are illuminated are illuminated in the same colour, the player of this colour wins.

WO 01/14027 A1